More winning tips for The Legend of Zelda will be included in the next Nintendo Fun Club Newsletter. If you are not already a member, join now. Send your name and address to:

Nintendo Fun Club
P.O. Box 957
Redmond, WA 98052

How to Win at The Legend of Zelda, a book that reveals top secret clues to solving the mystery of the game, will be available to Fun Club Members in the fall '87.

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EmuMovies

THE LEGEND OF ZELDA
Maps and Strategies

Maps and Strategies

Can you and your wits alone save Zelda?

This Map holds useful information to help you discover the Triforce fragments and rescue Zelda. You should only use the map and strategic tips as a last resort. If you believe in yourself and your inner strength, you will conquer Gannon and return peace to the land of Hyrule.

Nintendo of America Inc.

THE LEGEND OF ZELDA™

The nasty characters Link bumps into in the Overworld.

Octorok (Red)	Octorok (Blue)	Tektite (Red)	Tektite (Blue)	Zola
Leever (Red)	Leever (Blue)	Molblin (Red)	Molblin (Blue)	Armos
Lynel (Red)	Lynel (Blue)	Peahat	Ghini	Rock

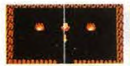
Tips for tackling the Overworld enemies.

	These enemies may be carrying rubies. Defeat them and get rich!
	These enemies may be carrying bombs. If Link needs bombs, attack them.
	Defeat Peahat and a heart may appear. He's tough, but don't let that stop you.
	If you defeat the first Ghini after bumping tombstones and releasing others, you'll defeat them all and clean up!
	Link can collect weapons such as the boomerang by defeating the enemy, then use the boomerang to pick up other items. It's too easy.

The Overworld

Link finds many different people in the caves. He can get many things in these places. Things are also hidden where you wouldn't expect them to be.

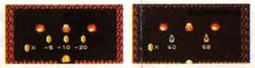
What will this old man give Link?


You can gamble with this old man.

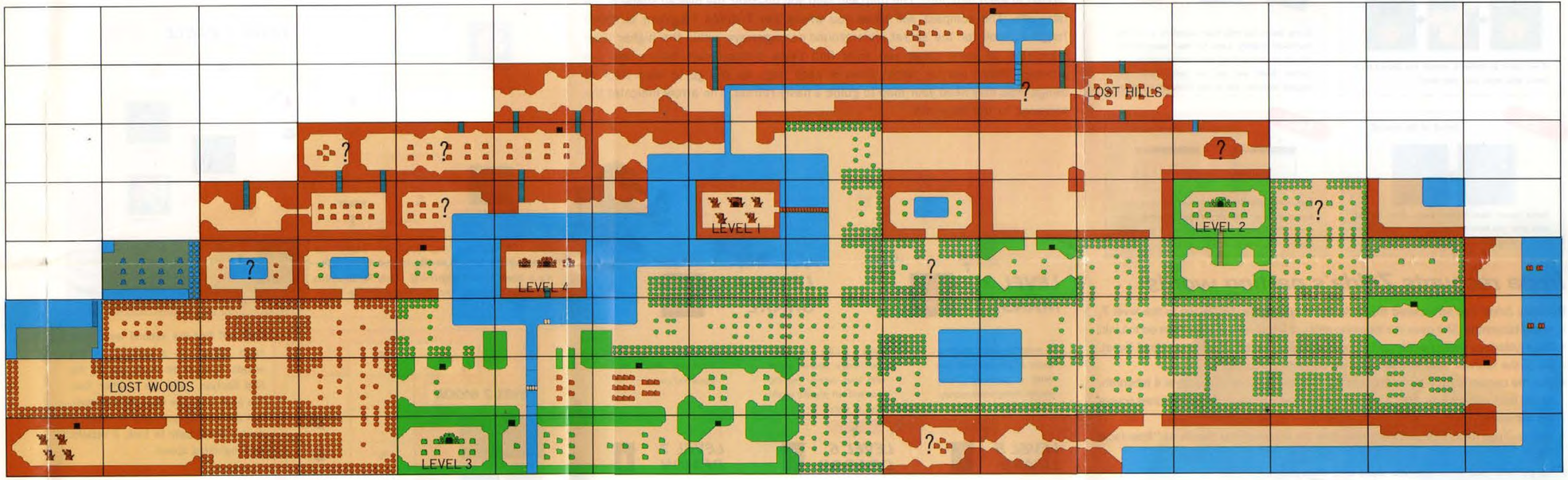
Link needs this letter to buy information later.

Listen carefully to this old man's words.

You'll have to pay this old woman for valuable information.


This old woman wants to help Link. Can she?

Merchants sell many things. Stay out of the expensive stores!



Gather your strength and you'll be capable of many things.

	Use the candle to burn a tree. Sometimes things are hidden underneath.		Use something special to gain inner strength and you can move even large boulders.	Find these hidden passageways using a certain item.
	Use a bomb to blow up a rock. Who knows what you'll find.		Gain enough wisdom and you'll know how to summon the wind and ride a tornado to the entrance of the Underworld.	

There are many items to find and use. Did you find them all? Check off the ones you've got.

Items not on the list.

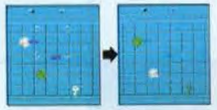
Sword	Magical Sword	Wooden Boomerang	Bow	Silver Arrow	Blue Candle	Magic Wand	Whistle	Blue ring	Letter to little old lady	Ladder
White Sword	Magic Shield	Magical Boomerang	Wooden Arrow	Enemy Bait	Red Candle	Magic Book	Power Bracelet	Red Ring	Magic Key	Raft

Tips for Underworld survival.

Tip 1 — Is it really a dead-end?

If you can't go forward, maybe you should try a bomb and make your own door!

Tip 2 — Defeat all the enemy!



Some rooms have hidden items which appear only after you have defeated all the enemy. Don't miss finding valuable treasure.

Tip 3 — Attack the weakest point!!

Going toe-to-toe with huge monsters is not the healthiest activity. Look for their weaknesses! Attack certain parts of their bodies and/or use certain items and you can defeat even the biggest monster. Get a clue from the old man!

Tip 4 — What's this? Where am I?

Remember where the secret underground passageways are. The larger the labyrinth, the more secret passageways there are. If you don't draw a map, you're sure to get lost.

Impa recounts Zelda's parting words...

Princess Zelda had anticipated the difficulty of finding the entrances to the level 7, 8, and 9 labyrinths. She gave the following clues to Impa who passed them on to Link:

- The mysterious sealed entrance to the level 7 labyrinth is in the brown, dead forest. Go to the farthest west fountain and do something special.
- Use the candle to burn trees and find the hidden entrance to the level 8 labyrinth. An old man who lives near the ocean can tell you which tree in the green forest covers the entrance.
- The two huge rocks high on Death Mountain are known by the people as "Spectacle Rock".
- Be patient. Use your learned skills and knowledge.
- Oh yes, some rooms in the labyrinths can only be reached through underground tunnels. Those tunnels can be discovered only by moving certain blocks, but first, destroy all the enemies in the room.
- Be strong and wise. Zelda awaits your rescue.

HOW TO MAKE AN ADVENTURE MAP!

If you have successfully completed Levels I and 2 you will need to make your own Underworld maps from now on. If you noticed, there is a map and compass hidden in each labyrinth. The map will help you discover the overall shape of the labyrinth. The compass will show you where the Triforce fragment is. Don't forget to look for the secret underground passageways within the higher level labyrinths. In some cases you must find those passageways before you can proceed. Watch out for traps! Draw in each room as you go to keep track of things. You may need your map to guide a hasty retreat. The arrow indicates the entrance to the labyrinth.

LEVEL 3 MANJI

In order to defeat the protector of this labyrinth you need a particular item. Oh yes, bring some money.

LEVEL 4 SNAKE

Even if a Like Like steals your magic shield, strike with your sword. The old man will tell you the weakness of Goma.

A hungry Goriya will confront you. Watch for the dead-end room.

LEVEL 5 LIZARD

LEVEL 6 DRAGON

LEVEL 7 DEMON

There will be many old women selling medicine in the Overworld. Make sure you buy some.

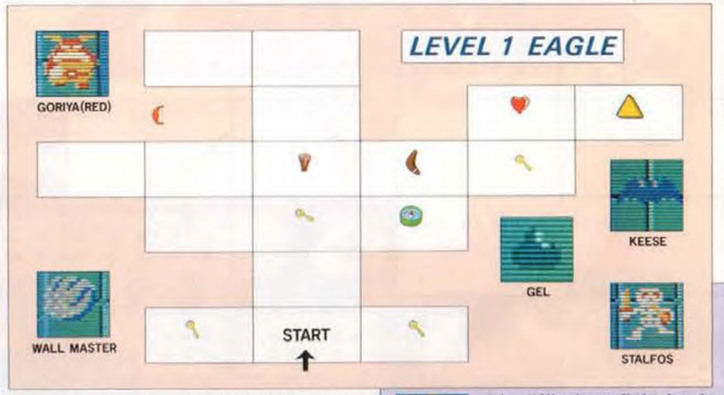
LEVEL 8 LION

You've finally made it to the last labyrinth! You absolutely must make a map to avoid getting lost in the numerous secret passageways.

LEVEL 9 DEATH MOUNTAIN

You asked for it. Here it is!
The Complete Guide to Level I and 2 Labyrinths!!

Study these two maps. There is much to be learned about the Underworld. Only the wisest will survive!



Link will find the first labyrinth "Eagle" by crossing the bridge to the island in the lake. Your quest is just beginning . Only Aquamentus, the Blue Goriyas, and the traps will be tough to beat.

AQUAMENTUS

It's difficult to fight in close. Fill up with hearts, then attack from a distance by throwing your sword. If Link has the bow and arrow, you should win easily.

Link will find the second level labyrinth "Moon" in a clearing in the woods. You will be challenged by the Red Goriyas, who are tougher than the blue type. The Rope seems weak, but don't underestimate it. When it sees a direct path to Link, it attacks with lightning speed.

DODONGO

It guards the labyrinth "Moon" without rest. To defeat it, Link must....